

What is claimed is:

1 1. A mobile terminal comprising:
2 a controller for switching a current screen theme of
3 a GUI (graphical user interface) screen of an application
4 program to a prospective screen theme, the GUI screen including
5 two or more GUI tools of a same type and being displayed on
6 a display of said mobile terminal; and
7 a storage for storing a plurality of screen theme
8 definition data sets, one defining each of a plurality of
9 screen themes;
10 wherein said controller performs the steps of
11 (a) loading one of the plural screen theme definition
12 data sets stored in said storage, which screen theme definition
13 data set defines the prospective screen theme, into a memory
14 region reserved for the application program, and
15 (b) drawing the two or more GUI tools of a same type
16 included in the GUI screen using the loaded screen theme
17 definition data set, which is stored in the memory region
18 for the application program.

1 2. A mobile terminal according to claim 1, wherein,
2 at the step (a) of loading, said controller loads at least
3 part of the screen theme definition data set defining the
4 prospective screen theme, which part concerns one or more
5 GUI tools required for the GUI screen, from said storage into
6 the memory region for the application program.

1 3. A mobile terminal according to claim 1, wherein
2 when the application program is activated, said
3 controller loads a default screen definition data set defining
4 a default screen theme, which data set is one of the plural
5 screen theme definition data sets stored in said storage,
6 into the memory region for the application program; and
7 at the step (a) of loading, said controller replaces
8 the default screen theme definition data set with the screen
9 theme definition data set defining the prospective screen
10 theme by loading the last-named screen theme definition data
11 set stored in said storage into the memory region for the
12 application program.

1 4. A mobile terminal according to claim 1, wherein
2 said controller performs the step (a) of loading using
3 screen-theme information managed by an operating system.

1 5. A mobile terminal according to claim 1, wherein
2 said controller loads the plural screen theme
3 definition data sets, which are stored in said storage , into
4 a memory region reserved for an operating system, and
5 at the step (a) of loading,
6 said controller loads the screen theme definition data
7 set defining the prospective screen theme loaded in the
8 last-named memory region for the operating system, instead
9 of loading the last-named screen theme definition data set
10 stored in said storage.

1 6. A mobile terminal according to claim 1, wherein,
2 if current screen theme information managed by an operating
3 system is replaced, said controller performs the step (a)
4 of loading and the step (b) of drawing.

1 7. A mobile terminal according to claim 1, wherein
2 said controller replaces current screen-theme
3 information managed by an operating system with screen-theme
4 information associated with the prospective screen theme
5 responsive to a screen theme determination command based on
6 a screen-theme setting application program used for setting
7 a screen theme;
8 if the current screen-theme information is replaced
9 with the screen-theme information associated with the
10 prospective screen theme, said controller sends the
11 first-named application program a notification of screen
12 theme replacement based on the operating system; and
13 if the first-named application program receives the
14 notification of screen-theme replacement from the operating
15 system, said controller performs the step (a) of loading and
16 the step (b) of drawing based on the first named application
17 program.

1 8. A mobile terminal according to claim 1, wherein
2 said controller switches, in accordance with a position
3 selected in a screen theme list included in a GUI screen of
4 a screen-theme setting application program used for setting

5 a screen theme, a screen theme of a GUI screen of the
6 screen-theme setting application program.

1 9. A mobile terminal according to claim 1, wherein
2 said controller displays, in accordance with a position
3 selected in a screen-theme list included in a GUI screen of
4 a screen-theme setting application program used for setting
5 a screen theme, a bitmap image on the display of said mobile
6 terminal.

1 10. A computer-readable recording medium in which
2 an application program, for instructing a computer to switch
3 a current screen theme of a GUI (Graphical User Interface)
4 screen including two or more GUI tools of a same type to a
5 prospective screen theme, is stored, wherein said application
6 program instructs the computer to execute the following steps
7 of:

8 (a) loading one of a plurality of screen theme
9 definition data sets stored in a storage, which screen theme
10 defines the prospective screen theme, into a memory region
11 reserved for said application program, and

12 (b) drawing the two or more GUI tools of a same type
13 included in the GUI screen using the loaded screen theme
14 definition data set, which is stored in the memory region
15 for said application program. 11. A computer-readable
16 recording medium according to claim 10, wherein, at said step
17 (a) of loading, said application program instructs the

18 computer to load at least part of the screen theme definition
19 data set defining the prospective screen theme, which part
20 concerns one or more GUI tools required for the GUI screen,
21 from the storage into the memory region for said application
22 program.

1 11. A computer-readable recording medium according
2 to claim 10, wherein, at said step (a) of loading, said
3 application program instructs the computer to load at least
4 part of the screen theme definition data set defining the
5 prospective screen theme, which part concerns one or more
6 GUI tools required for the GUI screen, from the storage into
7 the memory region for said application program.

1 12. A computer-readable recording medium according
2 to claim 10, wherein

3 when the application program is activated, said
4 application program instructs the computer to load a default
5 screen definition data set which defines a default screen
6 theme and which is stored in the storage, into the memory
7 region for said application program; and

8 at the step (a) of loading, said application program
9 instructs the computer to replace the default screen theme
10 definition data set with the screen theme definition data
11 set defining the prospective screen theme by loading the
12 last-named the screen theme definition data set stored in
13 the storage into the memory region for said application program.

1 13. A computer-readable recording medium according
2 to claim 10, wherein said application program instructs the
3 computer to perform the step (a) of loading using screen-theme
4 information managed by an operating system.

1 14. A computer-readable recording medium according
2 to claim 10, wherein said application program instructs the
3 computer to load the screen theme definition data set defining
4 the prospective screen theme, which screen theme definition
5 data set is one from the plural screen theme definition data
6 sets loaded from the storage into a memory region reserved
7 for an operating system, instead of loading the screen theme
8 definition data set defining the prospective screen theme
9 from the storage.

1 15. A computer-readable recording medium according
2 to claim 10, wherein, if said application program receives
3 a notification of screen theme replacement which notification
4 is issued when current screen-theme information managed by
5 an operating system is replaced, said application program
6 instructs the computer to perform said step (a) of loading
7 and said step (b) of drawing.

1 16. A computer-implemented method of switching a
2 current screen theme of a GUI (Graphical User Interface) screen
3 of an application program to a prospective screen theme, which
4 GUI screen includes two or more GUI tools of a same type,

5 using a computer, comprising the steps of:

6 (a) loading one of a plurality of screen theme

7 definition data sets stored in a storage, which screen theme

8 defines the prospective screen theme, into a memory region

9 reserved for the application program, and

10 (b) drawing the two or more GUI tools of a same type

11 included in the GUI screen using the loaded screen theme

12 definition data set, which is stored in the memory region

13 for the application program.